



- BARDINGS -

LIFSTAN, SON OF LEIKNIR

Your father was a smith. When you were a child, the sound of the hammer ringing in his forge was as music to your ears. One day, when the city of Dale was finally rebuilt and the entrance to the Lonely Mountain opened once again, your father brought you to see the forges of the Mountain-folk. There, you have seen the work of the Dwarf-smiths of old, a treasure beyond what your imagination could dream up.

From that day you haven't stopped thinking about the vast hoards that lie unmolested in deep places beneath the mountains...



ADVENTURES IN MIDDLE-EARTH™

character name

Lifstan son of Leiknir

class &
level

Warrior 1

back-
ground

Seeker of
the Lost

player
name

culture

Barding

shadow
weakness

Lure of Power

experience
points 0

Strength
15

+2

Dexterity
12

+1

Constitution
13

+1

Intelligence
11

+0

Wisdom
8

-1

Charisma
16

+3

Shadow

Permanent

Inspiration

+2

Proficiency Bonus

saving throws

- +4 Strength
- +1 Dexterity
- +5 Constitution
- +0 Intelligence
- -1 Wisdom
- Corruption
- +3 Charisma

skills

- +1 Acrobatics (Dex)
- -1 Animal Handling (Wis)
- +4 Athletics (Str)
- +3 Deception (Cha)
- +0 History (Int)
- +1 Insight (Wis)
- +5 Intimidation (Cha)
- +2 Investigation (Int)
- +2 Lore (Int)
- -1 Medicine (Wis)
- +0 Nature (Int)
- -1 Perception (Wis)
- +3 Performance (Cha)
- +3 Persuasion (Cha)
- +0 Riddle (Int)
- +0 Shadow-lore (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- -1 Survival (Wis)
- +0 Traditions (Int)

Armour Class

14
(16 with brdswd
18 with shield
and broadsword)

Initiative

+1

Speed

30 feet

current hit points

11

Hit Point Maximum 11

temporary hit points

miserable

hit dice

1d10 per Warrior
level
Total

death saves

Successes ○ ○ ○
Failures ○ ○ ○

attacks

Name	Atk Bonus	Damage/Type
Broadsword	+4	1d8+2 slashing
Short Bow*	+5	1d6+1 piercing

*You can shoot your short bow 80 feet, or up to 320 feet with disadvantage on the attack roll.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. This benefit is included in your ranged weapon bonus.

equipment

G

S 32

C

Ring mail, shield, broadsword, short bow with a quiver of 20 arrows, fur-lined travelling cloak, travelling gear for the current season, bedroll, backpack, comfortable boots, rope and amulet of a raven's feather.

Standard of Living

Prosperous

character traits

Distinctive Quality

Adventurous. You enjoy seeking out new challenges and experiences.

Specialty

Burglary. Finding what you seek often means finding a way into places where you're not supposed to be.

Hope

I know that the Shadow will tremble the day we recover a lost relic.

Despair

I'm certain that when I find what I am looking for that it will be something that was better left alone.

features, traits, and virtues

Second Wind. On your turn, use a bonus action to regain hit points equal to 1d10 + your Warrior level. You must finish a short or long rest before you can use it again. (See page 92)

Lore of the Lost. When you hear about a new region or ruin for the first time, you probably know at least a bit of lore about it and where you can likely find even more information. (See page 140)

Cultural Virtue: Swordmaster. When fighting with either a broadsword or a long sword, add your proficiency bonus to your AC.

other proficiencies & languages

Proficiencies: All armour, shields, simple weapons, martial weapons.

Languages: You can speak, read, and write Dalish – an archaic version of the Common Speech.

Clear Eyed: You have proficiency in the Insight skill. (See page 33)

9 Passive Perception (wisdom)



- BEORNINGS -

BERAN OF THE MOUNTAINS

You were born into a family of shepherds and hunters near the eastern edge of the Misty Mountains. Since you were a child you felt a great fascination for the high and snowy peaks, and spent most of your time climbing and looking for new paths over the mountains. After you met Beorn and embraced his cause, you chose to protect any friendly traveller that finds himself journeying through the mountain passes in these times of growing peril.



ADVENTURES IN MIDDLE-EARTH™

character name

Beran of the Mountains

class &
level

Warden 1

back-
ground

Loyal Servant

player
name

culture

Beorning

shadow
weakness

Lure of Power

experience
points

0

Strength
16

+3

Dexterity
14

+2

Constitution
12

+1

Intelligence
10

+0

Wisdom
9

-1

Charisma
14

+2

Shadow

Permanent

Inspiration

+2

Proficiency Bonus

saving throws

- ☐ +3 Strength
- ☒ +4 Dexterity
- ☐ +1 Constitution
- ☐ +0 Intelligence
- ☐ -1 Wisdom
- ☐ Corruption
- ☒ +4 Charisma

skills

- ☐ +2 Acrobatics (Dex)
- ☐ -1 Animal Handling (Wis)
- ☒ +5 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +1 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +0 Lore (Int)
- ☐ -1 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +1 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +0 Riddle (Int)
- ☐ +0 Shadow-lore (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +1 Survival (Wis)
- ☒ +2 Traditions (Int)

Armour Class
14
(16 with Shield)

Initiative
+2

Speed
30 feet

current hit points

9

Hit Point Maximum 9

temporary hit
points

miserable

hit dice

1 d8 per Warden
level
Total

death saves

Successes ☐ ☐ ☐
Failures ☐ ☐ ☐

attacks

Name	Atk Bonus	Damage/Type
Short Sword	+5	1d6+3 piercing
Dagger*	+5	1d4+3 piercing
Great Bow**	+2	1d8+2 piercing

*You can throw your dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.

**You can shoot your great bow 150 feet, or up to 600 feet with disadvantage on the attack roll.

equipment

G

S 14

C

Brightly coloured travelling cloak, travelling gear for the current season, backpack, belt, dagger, boots, necklace of orc-teeth, short sword, great bow with a quiver of 20 arrows, leather corslet and shield.

Standard of Living

Martial

character traits

Distinctive Quality

Trusty. You are someone people know they can trust

Speciality

Enemy-lore. You focus much of your efforts against a single enemy, the one that vexes your master.

Hope

I would place myself in danger for a friend.

Despair

I know that when the agents of the Shadow come, I will be amongst the first to fall.

features, traits, and virtues

Warden's Gift. You can inspire others through stirring words, through music or by your presence alone. (See page 87)

Ever Watchful. Wardens make a point of keeping up with the latest news both local and from afar, as well as making an effort to know the wise and the powerful. (See page 87)

Inseparable. You are always close at hand when your master is concerned, though your presence is often ignored. (See page 121)

Cultural Virtue: Night-goer. At night you can choose to slip into a dream-like state, and leave your body in spirit form to swiftly travel along the tracks made by animals across the length and breadth of Wilderland. (See pages 102-103)

11

Passive Perception (wisdom)

other proficiencies & languages

Proficiencies: Light armour, shields, simple weapons, broadswords, long swords, and short swords.

Languages: You can speak the Vale of Anduin Tongue – an archaic version of the Common Speech, closely related to Dalish.

Angry: You have proficiency in the Intimidation skill. (See page 35)



- DWARVES - of the lonely mountain

BELI

When you were a child, your father went north to find the hoard of an ancient Dragon and never returned. In his absence, you honed your skills preparing to follow him on the road to adventure and now you think the day has arrived to take up the challenge: you are clever, well-equipped and without fear - you are ready to go and seek what secret treasures are still hidden in the remote corners of the world.



ADVENTURES IN MIDDLE-EARTH™

character name

Beli

class &
level

Treasure Hunter 1

back-
ground

The Harrowed

origin

Erebor

culture

Dwarves of the
Lonely Mountain

shadow
weakness

Dragon-sickness

experience
points

0

character traits

Distinctive Quality

Cunning. Your sharp wit is a way in which you cope with the gravity of your burden.

Speciality

Dark Secrets. You are certain that your dreams touch the Shadow. You are learning all that you can about it.

Hope

I am destined to strike a mortal blow against the Shadow.

Despair

I believe my dreams are being fed by the Shadow; they are leading me to my doom.

features, traits, and virtues

Expertise. Your proficiency bonus is doubled whenever you make an ability check using Intimidation or Riddle. These benefits are included in your Intimidation skill and Riddle skill bonuses. (See page 77)

Foreknowledge. Your dreams often grant you riddles, verses and visions that not only directly aid you on your quest but also tangentially give you an insight into people and places that may only be peripherally related to your dream. (See page 129)

Cultural Virtue: None.

Armour Class

13

Initiative

+2

Speed

25 feet*
*speed is not reduced by heavy armour.

current hit points

11

Hit Point Maximum 11

temporary hit points

miserable

hit dice

1d8 per Treasure Hunter level
Total

death saves

Successes ☐ ☐ ☐
Failures ☐ ☐ ☐

attacks

Name	Atk Bonus	Damage/Type
Short Sword	+4	1d6+2 piercing
Dagger*	+4	1d4+2 piercing
Short Bow**	+4	1d6+2 piercing

*You can throw your dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.

**You can shoot your bow 80 feet, or up to 320 feet with disadvantage on the attack roll.

Sneak Attack. Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. (See page 77)

equipment

G Leather jerkin, short sword, short bow with a quiver of 20 arrows, two daggers, fur-lined travelling cloak, travelling gear for the current season, bedroll, ornamented walking stick, backpack, comfortable boots, a gold coin from the hoard of Smaug the Magnificent, a fine beard comb and mirror.

Standard of Living

Rich

Strength

12

+1

Dexterity

14

+2

Constitution

17

+3

Intelligence

13

+1

Wisdom

10

+0

Charisma

8

-1

Shadow

Permanent

Inspiration

+2

Proficiency Bonus

saving throws

- ☐ +1 Strength
- ☒ +4 Dexterity
- ☐ +3 Constitution
- ☒ +3 Intelligence
- ☐ +0 Wisdom
- ☐ Corruption
- ☐ -1 Charisma

skills

- ☐ +2 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☒ +3 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +0 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☒ +3 Lore (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +5 Riddle (Int)
- ☐ +1 Shadow-lore (Int)
- ☒ +4 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +0 Survival (Wis)
- ☐ +1 Traditions (Int)

10

Passive Perception (wisdom)

other proficiencies & languages

Proficiencies: Light armour, simple weapons, broadsword, short sword, and thieves' tools.

Languages: You can speak, read, and write Dalish, which is the tongue of the Bardings, who speak an older version of the Common Tongue. You can also speak, read and write the secret language of your people, which has never been shared with any others.

Night Vision, Dwarven Resilience, Dwarven Combat Training, Tool Proficiency, Stonecunning and Road Wisdom. (See page 40)

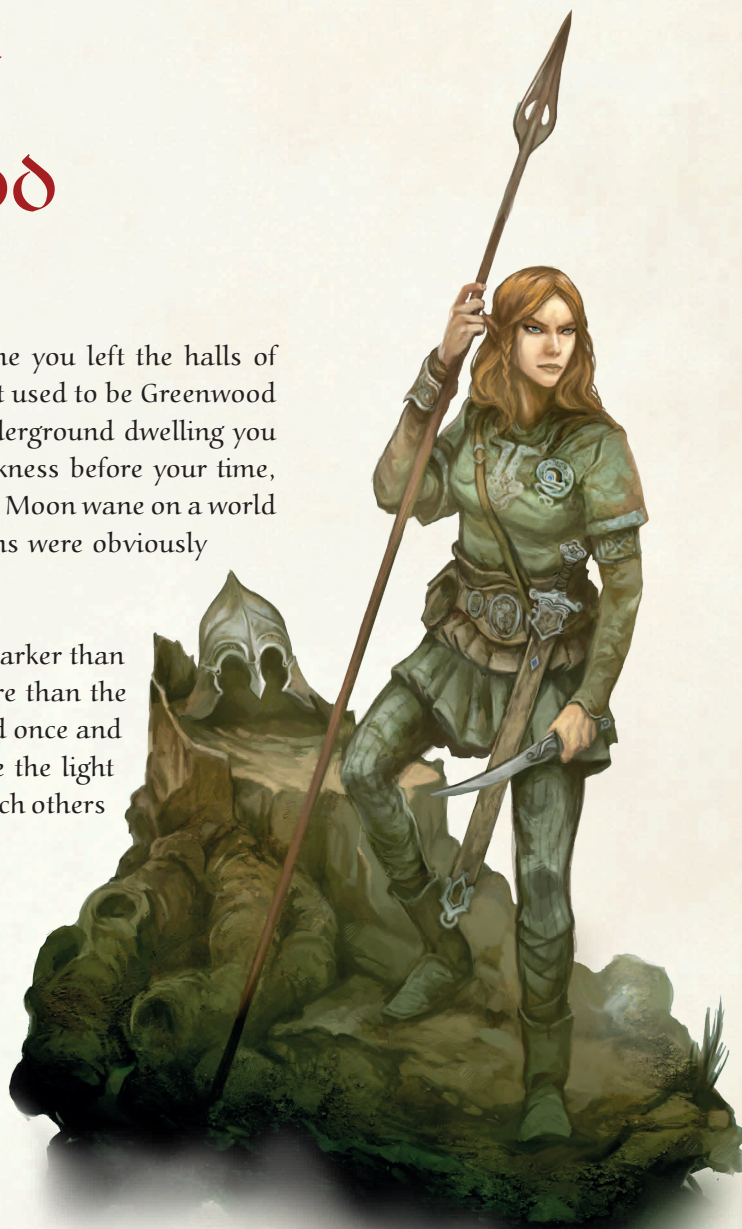


- elves - of mirkwood

CARANTHIEL

Many decades have passed since the last time you left the halls of your King to once again breathe the air of what used to be Greenwood the Great. In the hallowed silence of your underground dwelling you studied the lives of those who fought the darkness before your time, secretly hoping that you would return to see the Moon wane on a world already free from the Shadow. But your dreams were obviously just that, dreams.

What was waiting for you was a place much darker than your King's dusky palace, and it will take more than the red torch-light of your folk to cleanse Mirkwood once and for all. But you have resolved that you can be the light that chases away the shadows, and you will teach others how to do the same.



ADVENTURES IN MIDDLE-EARTH™

character name

Caranthiel

class &
level

Scholar 1

back-
ground

Emissary of
Your People

player
name

culture
Elves of
Mirkwood

shadow
weakness

Lure of Secrets

experience
points 0

Strength
10

+0

Dexterity
15

+2

Constitution
14

+2

Intelligence
15

+2

Wisdom
13

+1

Charisma
8

-1

Shadow

Permanent

Inspiration

+2

Proficiency Bonus

saving throws

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +4 Intelligence
- ☒ +3 Wisdom
- ☐ Corruption
- ☐ -1 Charisma

skills

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +0 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☒ +4 History (Int)
- ☐ +1 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☒ +4 Lore (Int)
- ☒ +3 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☒ +1 Persuasion (Cha)
- ☐ +2 Riddle (Int)
- ☐ +2 Shadow-lore (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ +1 Survival (Wis)
- ☒ +4 Traditions (Int)

Armour Class
13

Initiative
+2

Speed
30 feet

current hit points

10

Hit Point Maximum 10

temporary hit
points

miserable

hit dice

1 d8 per Scholar
level
Total

death saves

Successes ☐ ☐ ☐
Failures ☐ ☐ ☐

attacks

Name	Atk Bonus	Damage/Type
Spear*	+2	1d6+2 piercing†
Dagger**	+4	1d4+2 piercing
Short Bow***	+4	1d6+2 piercing

† (versatile 1d8+2)

* You can throw your spear 20 feet, or up to 60 feet with disadvantage on the attack roll.

** You can throw your dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.

*** You can shoot your short bow 80 feet, or up to 320 feet with disadvantage on the attack roll.

equipment

G Leather jerkin, spear, short bow and quiver of 20 arrows, grey traveling cloak, traveling gear for the current season, backpack, belt dagger, boots, a white jewel on a chain of silver, healing kit and smith's tools.

S 10

C

Standard of Living Martial

character traits

Distinctive Quality

Secretive. Your thoughts are your own and you are very difficult to read.

Specialty

Rhymes of Lore. Much knowledge is contained in the verses of poetry and song. You have learned to use the effect such compositions have on those with whom you negotiate to your advantage.

Hope

Only by joining forces can we hope to push back the Shadow.

Despair

The Shadow's influence is too strong; my entreaties often fall on deaf ears.

features, traits, and virtues

Night Vision. Accustomed to the twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot see in complete darkness.

Elvish Dreams. Your sleep is not like that of mortals. When you sleep, you can choose to send your mind into an "Elvish Dream" retaining full consciousness of your surroundings and you needn't close your eyes. Four hours spent in such dreams acts on you as if you had rested an entire night.

Hands of the Healer. You know how to treat wounds and cure illness and poison. You have a pool of healing tricks and techniques that replenishes when you take a short rest. (See page 64)

News from Afar. You know many things that are hidden from most and tidings of distant events tend to reach you with astonishing speed. (See page 64)

Tongues of Many Peoples. You know a little of many languages. You can hold a simple conversation in any of the tongues of Men or Elves, and know a few common phrases in the tongues of the other peoples – enough to offer a greeting, shout a warning, or insult someone (See page 64)

Sigil of Your Master. As an emissary you are entitled to a certain consideration amongst foreign peoples. (See page 126)

Cultural Virtue: None.

13

Passive Perception (wisdom)

other proficiencies & languages

Proficiencies: Light armour, simple weapons, broadswords, short swords.

Languages: You can speak the old language of your people, the Woodland tongue, along with the ability to speak, read, and write Sindarin. You can also speak the Common Tongue.

The Eyes of Elves, A Whisper Through the Leaves. (See page 43)



- hobbits - of the shire

TROTTER

You left your peaceful life in the Shire when you ran away to find Gandalf, the Conjuror, after he paid a visit to your family at your coming of age party. He tried to convince you to turn back, but as you stubbornly refused, he caught something in your eyes that convinced him to let you have your way. You spent many weeks with him, until he deemed you ready to find your own path.

The dreams you had in the Shire are now your plans for the future: you want to light your broken-stemmed pipe in the halls of Beorn the Shapeshifter and walk side by side with the Wizard Radagast in the fenced garth of Rhosgobel, you want to visit the royal palace of Dale and see the throne of the King under the Mountain.



ADVENTURES IN MIDDLE-EARTH™

CHARACTER NAME Trotter

class & level	Wanderer 1	back-ground	Lure of the Road	family ties	Harfoot
culture	Hobbits of the Shire	shadow weakness	Wandering-madness	experience points	0

Strength
8

-1

Dexterity
16

+3

Constitution
15

+2

Intelligence
10

+0

Wisdom
13

+1

Charisma
13

+1

Shadow

Permanent

Inspiration

+2 Proficiency Bonus

SAVING THROWS

- ☒ +1 Strength
- ☐ +3 Dexterity
- ☒ +4 Constitution
- ☐ +0 Intelligence
- ☐ +1 Wisdom
- ☐ Corruption
- ☐ +1 Charisma

SKILLS

- ☐ +3 Acrobatics (Dex)
- ☒ +3 Animal Handling (Wis)
- ☐ -1 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +0 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +0 Lore (Int)
- ☐ +1 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +0 Riddle (Int)
- ☐ +0 Shadow-lore (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☒ +3 Survival (Wis)
- ☒ +2 Traditions (Int)

Armour Class
15
(17 with Shield)

Initiative
+3

Speed
25 feet

CURRENT HIT POINTS

12

Hit Point Maximum 12

temporary hit points

miserable

HIT DICE

1d10 per Wanderer level
Total

DEATH SAVES

Successes ☐ ☐ ☐
Failures ☐ ☐ ☐

ATTACKS

Name	Atk Bonus	Damage/Type
Short sword	+5	1d6+3 slashing
Short Bow*	+5	1d6+3 piercing

*You can shoot your short bow 80 feet, or up to 320 feet with disadvantage on the attack roll.

EQUIPMENT

G Corset of mail, short sword, shield,
S 23 short bow with a quiver of 20 arrows,
C fur-lined travelling cloak, travelling gear for the current season, bedroll, backpack, comfortable boots, a fine walking stick, pipe and pipeweed.

Standard of Living Prosperous

CHARACTER TRAITS

Distinctive Quality

Keen-eyed. You are adept at spotting stormy weather and other dangers before they can affect you.

Specialty

Story-telling. You've heard many stories while on the road and you have a gift for imparting them to others.

Hope

If you only live at home, then you have never truly lived.

Despair

I can never forge strong bonds; I'm always on the move.

FEATURES, TRAITS, AND VIRTUES

Resilient. You have advantage on saving throws against Corruption.

Hobbit Nimbleness. You can move through the space of any creature who is at least one size larger than yours.

Unobtrusive. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Known Lands. Long years spent roaming over the land have given you vast amounts of knowledge about some of the regions of Middle-earth. You know the terrain of such lands like the backs of your hands and your lore can seem almost unnatural to any companions travelling with you. (See page 82)

Ways of the Wild. You have a great deal of experience from travelling through the wilderness and surviving the various dangers that the wild constantly offers. (See page 82)

Weather Lore. As a seasoned traveller you have an uncanny ability to predict the weather; (See page 133)

Cultural Virtue: None.

13 Passive Perception (wisdom)

OTHER PROFICIENCIES & LANGUAGES

Proficiencies: Light armour, medium armour, shields, simple weapons, martial weapons, pipes, cartographer's tools

Languages: You can speak, read, and write the Common Tongue. Whatever native tongue the Hobbits once had is all but gone, save for a few unique words such as "mathom" – an object one has no immediate use for, but for whatever reason, is unwilling to throw away.

Noble Pursuits, The Art of Disappearing. (See page 47)



- woodmen - of WILDERLAND

THE BRIDE

You were born west of the Great River, in one of the villages nearest the mountains. You were scarcely fifteen when you first saw him who would become your groom, at a folk-moot held at Mountain hall, in a time when the Orcs were sorely threatening your people. Only a few months later you moved across the river to be near him, as he was from the folk dwelling in the forest. As you waited for your wedding, you learned how to seek a prey among the trees, and your love for the hunt rivalled that for your future husband.

One night, only a handful of days before your wedding-day, he left with a company of men from the village, refusing to bring you with him and giving no explanations. Only his faithful hound returned, grievously wounded.

When the elders of the village saw the claw marks on the hound they shook their heads, speaking of the dreaded Beast of Mirkwood...



ADVENTURES IN MIDDLE-EARTH™

character name The Bride

class & level	Slayer 1	back-ground	Reluctant Adventurer	player name	
culture	Woodmen of Wilderland	shadow weakness	Curse of Vengeance	experience points	0

Strength
15

+2

Dexterity
15

+2

Constitution
13

+1

Intelligence
9

-1

Wisdom
11

+0

Charisma
12

+1

Shadow

Permanent

Inspiration

+2 Proficiency Bonus

saving throws

- +4 Strength
- +2 Dexterity
- +3 Constitution
- -1 Intelligence
- +2 Wisdom
- Corruption
- +1 Charisma

skills

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +2 Athletics (Str)
- +1 Deception (Cha)
- -1 History (Int)
- +0 Insight (Wis)
- +3 Intimidation (Cha)
- -1 Investigation (Int)
- -1 Lore (Int)
- +2 Medicine (Wis)
- +1 Nature (Int)
- +0 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- -1 Riddle (Int)
- -1 Shadow-lore (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +2 Survival (Wis)
- -1 Traditions (Int)

Armour Class
14
(13 unarmoured)

Initiative
+2

Speed
30 feet

current hit points

13

Hit Point Maximum 13

temporary hit points

miserable

hit dice
1d12 per Slayer level
Total

death saves
Successes ○ ○ ○
Failures ○ ○ ○

attacks

Name	Atk Bonus	Damage/Type
Great Axe	+4	1d12+2 slashing
Dagger*	+4	1d4+2 piercing

*You can throw your dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.

equipment

G Hide armour, great axe, traveling cloak, travelling gear for the current season, belt dagger and a hunting trap.

S 8

C

Standard of Living Frugal

character traits

Distinctive Quality

Grim. You can't conceal your misery and it makes others uneasy around you.

Speciality

Leech-craft. The company brought you along because you are the only one who can patch them up when they invariably run into trouble.

Hope

I know that one day I shall rest by my fire again.

Despair

Fate hates me; I am constantly tossed into these dangerous situations in the hopes that the world will finally be rid of me!

features, traits, and virtues

Battle-fury. On your turn, you can enter a Battle-fury as a bonus action. (See page 72)

Unarmored Defence. While you are not wearing any armour, your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield (but not a great shield) and still gain this benefit. (See page 73)

Pathetic and Bedraggled. You can take on the mien of a sad, desperate and despondent figure. As long as you are not threatening, strangers will take pity on you and give you a warm place to sleep for the night, hot food and a bit of comfort. (See page 138)

Cultural Virtue: Hound of Mirkwood.
(from page 116 -)

AC 14, HP 4 Bite.

Melee Weapon Attack: +5 to hit, reach 5 ft, Hit: 6 (1d6 + 3) piercing damage.

If the target is a Small or Medium creature, it must succeed at a DC 11 Strength saving throw or have disadvantage on its next attack.

10 Passive Perception (wisdom)

other proficiencies & languages

Proficiencies: Light armour, medium armour, shields, simple weapons, martial weapons.

Languages: You can speak the Vale of Anduin Tongue – an archaic version of the Common Speech, closely related to Dalish.